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AMIGA WORKBENCH

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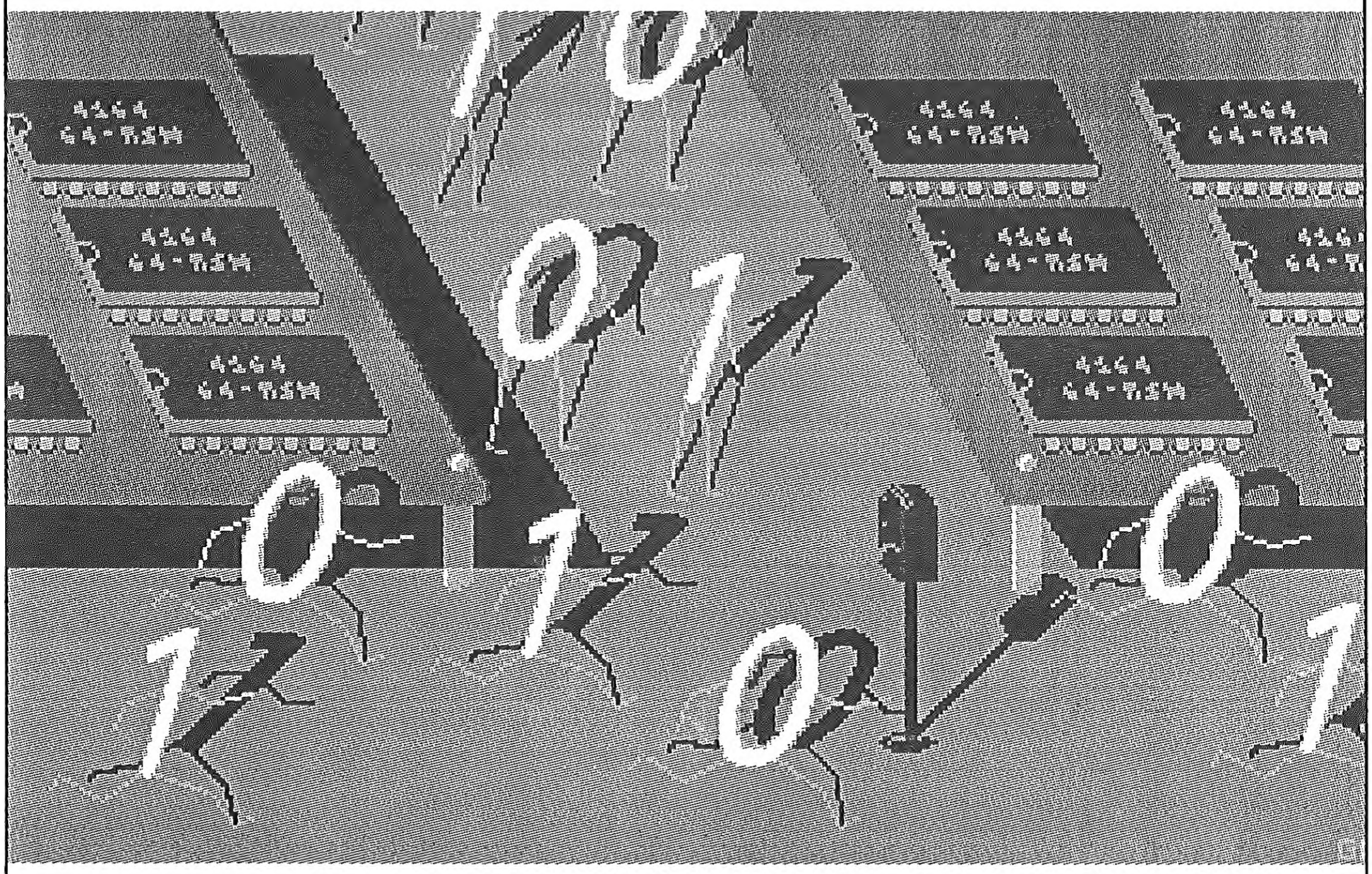

'Dataflow' from MegaDisc 3

Next AUG Meeting

Sunday, May 19th at 2pm

(Doors open at 1pm, meeting starts at 2pm sharp)

AUG meetings are held at Victoria College Burwood Campus
Burwood Highway, Burwood - Melways map 61 reference B5.

Amiga Users Group Inc GPO Box 684E Melbourne 3001 Victoria Australia

Australia's Largest Independent Association of Amiga Owners
The *Amiga Users Group Inc* has no affiliation with Commodore
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AMIGA Users Group Inc.

P.O. Box 684E, Melbourne 3001, Victoria, Australia.

Who Are WE?

The Amiga Users Group is a not-for-profit association of people interested in the Amiga computer and related topics. With over 1000 members, we are the largest independent association of Amiga users in Australia. We DO NOT condone software piracy. We can be reached via an answering machine at:

527 1995

Club Meetings

Club meetings are held at 2pm on the third Sunday of each month at Victoria College, Burwood Highway, Burwood. Details on how to get there are on the back cover of this newsletter. The dates of upcoming meetings are:

Sunday, May 19th at 2pm
Sunday, June 16th at 2pm

Membership and Subscriptions

Membership of the Amiga Users Group is available for an annual fee of $25. To become a member of AUG, fill in the membership form in this issue (or a photocopy of it), and send it with a cheque or money order for $25 to: **Amiga Users Group, PO Box 684E, Melbourne 3001.**

Public Domain Software

Disks from our public domain library are available on quality 3.5" disks for $6 each including postage on AUG supplied disks, or $2 each on your own disks. The group currently holds over 300 volumes, mostly from the USA, with more on the way each month. Details of latest releases are printed in this newsletter, and a catalog disk is also available.

Member's Discounts

The Amiga Users Group negotiates discounts for its members on hardware, software and books. Currently, Technical Books in Swanston Street in the city offers AUG members a 10% discount on computer related books, as does McGills in Elizabeth Street. Kev's Computer Shops in Coburg and Prahran offer 10% off RR items. Master Systems of Bayswater offer good deals and MidiMouse offer 10% off all software.

Back Issues of Workbench

All back issues of Amiga Workbench are now available, for $2 each including postage. Note that there may be delays while issues are reprinted. Back issues are also available at meetings.

The Bulletin Boards

The Amiga Users Group operates two bulletin board systems devoted to the Amiga. The first is *Amiga Central* running on an Amiga 2000 running the Paragon software allowing multi-line conferencing facilities and the other system uses the MAXIMUS message and conferencing system - AmigaLink I, and is available 24 hours a day. Both can be accessed with a modem and appropriate communications software using any of the following speeds : 300 (V21), 1200 (v22), 1200/75 (v23) or 2400 baud (v22bis). Parameters should be set to 8 data bits, 1 stop bit and no parity.

Amiga Central: 376-3887, 376-7375, 376-6385
AmigaLink-I: 792-3918

Amiga Central and *AmigaLink-I* are part of a world-wide network of bulletin boards and we participate in national and international Amiga conferences. Both have selected Public Domain software available for downloading and we encourage the uploading of useful Public Domain programs for our users.

Production Credits

This month's newsletter was edited by Con Kolivas. Equipment and software used was: Amiga 500 with SIN500-2 memory board, Professional Page, Transcript, PIXmate, DigiView 4.0 , Apple Laserwriter NT and HP Laserjet

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Contributions

Articles, papers, letters, drawings, cartoons and comments are actively sought for publication in Amiga Workbench. All contributions submitted for the purpose of publication that are printed in the newsletter are rewarded on the basis of one free public domain disk copy per column or half page printed with a minimum of one free copy. Contributions may be sent in on disk, paper or uploaded to Amiga Link or Amiga Link II in the area set aside for this purpose. Please send your contributions in text-only, non-formatted if they are on file and remember to include your address for return of disks and tokens for PD disks. Absolute deadline for articles is 23 days before the meeting date. Contributions can be sent to: **The Editor, AUG, PO box 684E, Melbourne 3001.**

Newsletter Advertising

The Amiga Users Group accepts commercial advertising in Amiga Workbench subject to the availability of space at these rates:

Quarter page $20
Half page $40
Full page $70
Double page spread: $120

These rates are for full-size camera-ready copy or Professional Page format only. We have no photographic or typesetting facilities. See Page 16 for more details. Send the copy and your cheque to: **The Editor, AUG, PO Box 684E, Melbourne 3001, Victoria.**

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Games

Loom: a game to remember

It is unlike any other game you've ever played. It is a text graphics adventure without the text. Instead you use music to create magic.

Your name is Bobbin Threadbare. You are a member of the weaver guild. The loom on which all the threads of reality are woven is being ripped asunder. The fabric of reality is threatened. You set out to sort things out. As you progress through the game you gain experience which allows you to play a wider variety of notes. The more notes you can play the more spells you can cast.

You cannot die. Hooray! No more rebooting every time you make a mistake. This alone makes the game more enjoyable allowing you to progress smoothly through the sections. There is only one correct move for each situation. You sit around casting spells until you hit the right one unless you are attentive enough and pick up on one of the many hints. Many require lateral(creative) thinking on your part. That's what makes it so entertaining eg. a dragon is raiding the shepherds sheep. Who would think of turning the white sheep green to camouflage them?

You progress from the Weavers Island to Crystalgard the emerald city of the glass blowers. From there you move on to the shepherds. After a run in with the dragon you reach the city of the Smiths(Forge) and finally the Island of Bishop Mandible(the church's representative on earth). This is the stepping stone to heaven(where else!). The whole story ends after a very amusing scrap with the grim reaper.

Throughout all the key sequences there is background music which is carefully crafted to heighten the experiences. At most pivotal points in the story you receive the ability to play another note. Then a further chapter in your adventure unfolds as you watch. These sections require no input on your part. They occur in a story book fashion with animated graphics which are a pleasure to watch and of a very high quality. They set the stage for each new section.

You'll find that it will take you roughly 2 days of concerted effort to finish this game. Spreading it over 3 days will probably serve to heighten your enjoyment. This is short for a game of this type and adds to its appeal. It is extremely funny at times yet finishes on a maudlin note leaving you feeling unfulfilled.

Using music instead of words to achieve things is fun. This is one of the things that makes the game so special. It also starts to make you more familiar with music. This is a welcome side effect in a game we play for enjoyment.

It is a once only game. It doesn't change the next time you play it.
However the magical drafts are different for the next player so he can't cheat and use your list of spells.

This game has it all. Very good graphics, an interesting storyline and a sense of humour. Think of the best game you've ever played. Now get ready to rank this along side it. That's how good it is.

Michael Czajka Jnr
A.k.a. Slick

Communications

A CONCISE EXPLANATION OF NETWORKING, AND WHAT IT CAN DO FOR --YOU--!!

What exactly IS Echo-Mail? How does it work? How will it affect MY use of the Bulletin Boards? I'm sure that these are some of the questions on everyones' mind with the coming of NetWorking to The REAL CONNECTION. Here follows a brief (?? have I EVER been able to be brief??!!) lay-womans' account of Echo- Mail, Matrix Mail and NetWorking in general.....bear in mind that I am NOT a technically minded person; my explanations are, I hope, as clear as possible without having to go into lengthy technical mumbo-jumbo, which might as well be Greek to me (and to a lot of other users, I suspect!).

Let's take Echo-Mail first.....

ECHO-MAIL simply means that we SHARE a message base, or bases, with another, or several other Bulletin Boards, via a phone hook-up at certain convenient times. What happens is this. The participating Bulletin Boards decide that they will all have the same message area, e.g. The Car Park. Users on our board write messages to each other, and so do the users on the other participating boards. At a pre-determined time the various boards close themselves down, and scan the message area for new messages (since the last scan). These new messages are then copied to another special mail file and 'Flagged' as new mail to be sent off to a central or 'Host' board, to be distributed to, or picked up by the other participating boards later. The 'Flagged'

messages are then bundled together into a nice neat package, and ARCed (for faster transferral). The various boards then proceed to dial the 'Host' board automatically (NOT all at the same time, as all they would get would be a constant engaged tone! The various boards all have a different time for calling the 'Host', but more about that later!). On connecting with the 'Host', they go through a rather complicated ritual, where they can identify eachother as Bulletin Boards, not Users (people) calling in...don't ask me to explain it, coz I can't! The calling board then 'exchanges' mail bundles with the 'Host' by UpLoading and Downloading. The board then disconnects from the 'Host', 'unpacks' (un-ARCs) the new messages, very cleverly puts them all into their right message areas, and re-sets itself to recieve normal calls (from you)... Viola! (as the French say) WE have their new messages, and THEY have ours! A SHARED message base! (don't forget.....OUR messages were COPIED first, so they are still here on our board as well!) So what? you may ask. Well, it means twice as many messages, and twice as much interaction. In time, you will learn to know the Users on the other boards, have more people to exchange ideas and information with, and hopefully, make a lot more new friends!! You can reply to THEIR messages as well as to the messages from Users on our board without having to log onto their board to do it! You don't have to know a whole lot of Net and Node numbers, the board does it all automatically for you! All you have to do is enter the message, and know that it will be sent off that night (or in our case, the next morning at 3:00 a.m.!!) You have nothing to lose, but an awful lot to gain with Echo Mail; new friends, new information and new interests!!

Now that we know ALL about Echo-Mail, let's look at the.....
MATRIX AREA: This works much in the same way as Echo-Mail, in as far as the messages are sent and recieved by the 'Host', then shunted off to other boards.....BUT!! These messages are NOT sent directly to ALL the boards in the NetWork, they are sent to only ONE designated board! Once again, the message can be Public or Private; to one particular user or to the ever popular "ALL". This can be handy if you want to send a message to a board or a person where the subject is not covered in one of the Echo Areas and so is wasted being sent to all the boards, or if you know that the person to whom (note the grammer!) you are sending the message only frequents the one board. F'instance if you want to send a message to the Sysop of a particular board saying "Hey, your board's impossible to log onto because of the dreadful line noise; do something about it!!", it's a little silly to send it to ALL the participating boards; it only needs to be sent to ONE board....or if you want to send a message to someone on the only board that has a special section on the care and propagation of exotic cacti, you wouldn't want to bother sending it to the entire NetWork, would you? Well, that's what the Matrix Area is for!!
So now that you know ALL ABOUT Echo-Mail and Matrix Areas, and what NetWorking is all about, you can all waltz off and leave lots of lovely messages in the appropriate Echo and Matrix areas, can't you!!
See you on the Net!!

Bye for now, Regards, ...The REAL ARTICLE. (Sysop, TRC)

News

FLASH MEMORY

Flash memory-based cards are being proposed as the likely replacement for hard disk storage. Developed by Toshiba in the mid-80's, flash-card storage will execute as quickly as RAM but also retains the data when power is turned off (like ROM).

An access time of 260 nanoseconds leaves a hard disk in its dust and there's no moving parts so they're more reliable. They also beat the static RAM cards because they only use one transistor per bit (instead of four to six as with S-RAM chips).

They are already helping manufacturers of lap-tops; they can replace a heavy hard disk with credit card sized flash-memory cards giving speed, portability, ruggedness and very low power use. Currently they only drawbacks are fairly high cost US$720/card and for that money, each card only holds about 4M of data.

However by the end of 1994 they anticipate having 64M flashcards selling for US$15 per megabyte (US$960).

How many gigabytes would fit into a A500?

PC SOCKWARE

The SIPAF (Smithsonian Institute Paranormal Activities Fund) is researching the "unmatched sock phenomenon" that is, where a drawer initially containing perfectly matched pairs of socks will inevitably become unmatchable.

Seriously folks! For US$19.95 you can by a PC program to monitor the movements of your socks. An identity tag is first attached to each sock. Each sock is very carefully logged on the PC, into and out of the drawer, onto foot, into wash, into dryer, back into drawer (ad infinitum ad nauseum).

The SIPAF will then *"foot the bill"* (sorry) and pay you US$50.00 for each complete year of sock records on a floppy disk.

One wonders if, somewhere in the the great void of the universe there is not a great, slowly circling, mass of unmatched socks. However other theories come to mind.

(i) That socks are inherently superstitious and believe that a washing machine requires a single sock sacrifice to appease it.

(ii) That the washing machine actually keeps one sock each time as a hostage to ensure that the others will return later.

However in nature there is balance. Thus the disappearance of a sock in one part of the universe is indisputable balanced by its reincarnation as yet another wire coat-hanger appearing in a wardrobe in another part of the universe.

There are no plans at this stage to port the program to the Amiga, nor are we aware of any pressure group to do so.

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Product Reviews

The CSA Mega-Midget Racer

Reviewed by Alexander McCooke

Introduction
The Mega-Midget Racer (MMR) from Computer System Associates , Inc. (CSA) is a 68030 accelerator; it replaces the standard Motorola 68000 Central Processor, running at 7 MHz, with a faster 68030, up to 33 MHz and optionally a 68882 maths co-processor. It will cause your Amiga to run between 7 and 10 times faster than a stock A500 or 2000!

Unlike some other accelerators such as GVP's and Commodore's, the MMR does not use the A2000 coprocessor slot, but rather is "surface mounted"; it is installed on the mother board in place of the normal CPU (the 68000 may then be installed on the MMR's board for full compatibility with poorly written software that will not work with the MMR). This has the advantage that the MMR will work in the Amiga 500 as well as the 2000. It may also be used in a 1000 if (for space reasons) the internal drive is removed and made external.

The unit I was given to review had a 25 Mhz 68030 with 2 megabytes of 32-bit DRAM on a daughter board, without a maths co-processor. It was provided by George Wahr of Kiss Computers. I installed it in a Amiga B2000, revision 4, with 1 megabyte of chip RAM, a GVP Series II HC+8 hard card with a 80 megabyte Quantum drive and 2 megabytes of fast memory, and the GOMF Button.

The MMR is extremely versatile, allowing a range of different options. It allows one to start with a basic 68030 and expand, adding memory and a coprocessor later as your needs and finances dictate. There is room on the board for a 68881/2 maths co-processor, and the 68030 chip is socketed and so may be replaced with a faster one, up to 33 MHz. The Amiga's normal memory is 16-bit. In order to show a significant speed increase the MMR needs some faster 32-bit RAM to use. This may be accomplished in two ways: there are sockets on board for up to 2 Mb of 32-bit Static memory (SRAM) and an expansion bus on the side of the board for up to 8 Mb of 32-bit dynamic memory (DRAM). Although SRAM is faster than DRAM it is currently very expensive, so at present DRAM will usually be used. For the Amiga 500/1000 a single daughter board is available that may be populated with the desired amount of RAM. For the 2000, soldered cards with 1, 2, 4, or 8 megabytes are used so as to conserve space and not

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You sit down to play draw poker against five hardened opponents whose skill at bluff and counter-bluff matches your own.

Written in Amiga basic and running in 512K, the game comes with a 12-page Operating Manual which includes instructions for amending the program.

Full Price $25 (inc. postage) from:
Dr Roger Dedman,
96 Harcourt Street, Hawthorn East, 3123

block the video slot. When increasing the memory on the 2000, cards may be traded up for the price difference between the two.

The memory on the MMR does not auto-configure (ie. it is not automatically recognised by the Amiga) but is configured by a command in the Startup-Sequence. This avoids the possibility of the MMR clashing with memory used by other cards in the Amiga, although it means that this memory is not available on Startup: in this case hard disk drivers and some of the Amiga libraries will end up in chip RAM. The MMR's memory is also disabled when the computer is put back into 68000 mode.

Installation

Since the MMR plugs into a socket on the mother board it is not as easy to install as some other accelerators which are on an A2000 card. It is very easy to snap a leg off the 68000 CPU unless you are familiar with removing chips and have the proper tools. However the installation procedure is explained clearly in the manual if you want to try it yourself.

Although the MMR worked immediately in a later revision Amiga along with my hard drive, in my Amiga with its old revision 4 motherboard the system would not boot unless the hard card was removed. Eventually Ifound it would boot providing the GVP boards's RAM was disabled. As far as I know this is a problem with early Amigas (Rev 4.x) and not with the MMR. It occurs when an accelerator is used along with a RAM expansion card. There was also a problem with my old "Cherry" keyboard (with the small function keys): some keys would repeeeeeeeeeat! A public domain program called SetCPU fixes this.

Speed Increase

The 68030 gives a significant increase in speed over a normal Amiga. There are a number of different configurations: it may be used with or without 32-bit fast ram, and with BURST and CACHE modes on or off (there may be some programs that will only work with them off). It is also possible to copy the Amiga's Kickstart ROM into 32-bit memory for an added speed increase, using SetCPU.

The following figures were measured with SysInfo 1.97 by Nick Wilson using SetCPU V1.50, they show the speed of the MMR in relation to that of a standard A500, a B2000 with extra memory and an A3000.

The MMR as compared with:A500B2000A3000

68030, 25 MHz, no extra memory1.030.790.13
(ie. 1 Mb chip, 0 Mb fast)
With 2 Mb of 32-BIT DRAM6.735.130.86
After turning on FASTROM6.835.200.88
After turning on CACHE mode8.806.711.13
After turning on BURST mode8.806.711.13

The following figures were taken on George Wahr's machine with a 33 MHz version of the MMR:

The MMR as compared with:A500

68030, 33 MHz with 2 Mb of DRAM
after enabling FASTROM/CACHE/BURST10.17
With the addition of 512K of SRAM11.70

Software Compatibility

The MMR provides the option of switching back to 68000 mode either by software or an optional hardware switch to provide compatibility with poorly written programs that will not work on a 68030. The following comments about programs running in 68030 mode would probably apply equally to most accelerators.

The productivity software I tried (WordPerfect, DPaint III, ProPage 2.0, GPTerm, VLT) all ran correctly. Moving windows in programs such as WordPerfect which has a lot of them was much faster. Also WordPerfect's blocking which is normally a bit jerky was very smooth, and Spell Checking and automatic timed backups were quicker. Professional Page with its many calculations and high screen resolution was much quicker with its screen redraws. Using the PD program "DropCloth" to add a back ground picture to the

Workbench was far more comfortable with the accelerator: normally dragging them about the backdrop is a bit slow. I ran a number of PD Mandlebrot and fractal scenery programs. These all showed a marked speed increase (they now ran slowly, instead of *extremely* slowly!). Having seen how fast Scenery Generator worked at 25 Mhz running it on the 68000 was almost unbearable!

Of the arcade-type games (many of them public domain) I tested the majority showed quite a speed increase. Unfortunately, while desirable with a DTP programs, going eight times as fast is generally not anadvantage in arcade games, making then very difficult or impossible. There were a few that worked correctly, but they were in the minority. Some games such as flight simulators are now being written to take advantage of a 68030, but at present most will not work with one.

I also had a minor problem with SetCPU (which may be used with any accelerator): it renames the "Workbench" screen to "FastBench". I found a couple of programs - DropCloth, MyMenu, Wb (change screen depth) - that were upset by this name change, but they could be fixed by editing them with NewZAP, a binary file editor.

Documentation and Included Software

The MMR comes with a Workbench disk containing the essential program to configure the MMR's memory, plus programs to toggle cache and burst modes, display the current status, and reboot the Amiga into 68000 mode via software (on most other accelerators this can only be done via a hardware switch). It also has a couple of bench mark type programs. The included software does not provide a method of loading Kickstart into 32-bit DRAM memory (only a method of loading it into SRAM), however the PD program SetCPU is widely available to perform this function. The documentation is clear, providing detailed instructions on installing the board, and information about using it. Some knowledge of CLI is required in order to edit the Startup-Sequence.

Conclusion

I was impressed with the board versatility and expandability; the 68030 speed and amount of 32-bit RAM can be upgraded, and a maths coprocessor added at a later date. In terms of hardware compatibility it is designed to work with most other expansion devices including devices in the A2000 video slot. The MMR provides all 68000 based Amiga models including the A500 with a cheap entry level 68030 accelerator that may easily be expanded to a fully featured system.

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Wanted:

One newsletter editor needed for computer journal by the name of Workbench. Tired, overworked editor needs replacement soon and any candidates will be considered by the committee. If interested, please call the AUG committee, or contact them at the main meeting.

SCRAMBLES

(aSsortments of Con's RAMBLES)

your editor's column.

It might seem like only yesterday, but it was thirty months ago now that I took over the job as editor from the then thirty month old editor, Peter Jetson. As you might have guessed, what we need in the club now is a replacement editor. My enthusiasm for the club has not been destroyed, it is just that I do not have the time anymore. As a fourth year medical student, I find little time to do the newsletter anyomore, and that really is all I have been doing on my computer now for some time due to my other commitments. Although I may still be doing the newsletter for a few months, I wish to thank all the members of the club for their support, and assure you that the editor's job is one of the most rewarding positions within the club.

I have seen committee members come and go, and watch the club evolve, and that is what it is constantly doing, to keep up with the members and the computer we all are trying to promote. I think the newsletter is also evolving, and needs a new editor to do it the most justice, as I simply don't have the time to help massage it into its new form.

Hoping to see YOU at the next main meeting,
Con Kolivas (alias Con Man).

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CONTENTS OF DISK 451

'Liner A shareware outliner whose function is to create outlines for notes or export to other programs. 'Liner can save an outline as ASCII text and is clipboard compatible. This version utilizes a number of AmigaOS 2.0 features and thus requires 2.0. Support for the new ECS Denise display modes is also included. Version 2.11, an upgrade to version 2.00 on disk 394. Includes source in C. Author: Dave Schreiber

Convert Converts 39 different image formats into CBM standard 24 bit IFF files for display on devices such as Black Belt Systems HAM-E product. Version 1.6, binary only. Author: Pete Patterson and Ben Williams

ProDrivers AmigaDOS 1.3 printer drivers for the IBM 4201 and 4202 series of printers. Version 1.0, binary only. Author: David White

RCS The Revision Control System (RCS) manages multiple revisions of text files. RCS automates the storing, retrieval, logging, identification, and merging of revisions. RCS is useful for text that is revised frequently, for example programs, documentation, graphics, papers, form letters, etc. This is an update to RCS version 1.2 on disks 281 and 282, and includes only the files that have changed. Author: Walter Tichy. Amiga port by Raymond Brand and Rick Schaeffer.

RRamDisk Another recoverable ram disk. This one supports up to 32 units and can be autobooted. Unused sectors are deleted from memory. The ram disk can be formatted, copied to, or used just like a normal disk drive. Binary only. Author: Bob Dayley

SnoopDos A utility for monitoring AmigaDOS calls. In particular, it allows you to see what libraries, devices, fonts, environment variables or startup files a program is looking for. Very useful when you're trying to install a new application. Version 1.2, an update to version 1.0 on disk 388. Includes source in C. Author: Eddy Carroll

CONTENTS OF DISK 452

Budget A program to help with managing personal finances. Version 1.302, an update to version 1.301 on disk 416. Binary only. Author: Le Lay Serge Camille

FLODemo Floorplan Construction Set demo. Fully functional except the Save IFF function is disabled and 15 pages of clip rooms have been replaced by a single sample page. This is version 1.48, binary only. Author: Jim Hennessey, Gramma Software

ImageLab A program which performs image processing on IFF pictures. Includes standard image processing functions such as convolution, averaging, smoothing, enhancement, histograms, FFT's, etc. Also includes file conversion functions, a clipboard, and other useful functions. Version 2.4, an update to version 2.2 on disk 243, includes bug fixes, PAL support, overscanned and super-bitmap image support, improved paint operation, better area selection, HAM histograms, and FFTs. Binary only. Author: Gary Milliorn

MandelPAUG A version of MandFXP with complete online help, a fully implemented Mandelbrot and Julia set "movie mode", and many improvements in the user interface. Version 2.1, binary only, source available. Author: Bruce Dawson, Steve Larocque, Jerry Hedden

CONTENTS OF DISK 453

AmigaTration A "Concentration" like game for the Amiga, where you must locate matching tiles on a grid that can range from 4x4 (easy) to 12x12 (difficult). Version 1.0, binary only. Author: Gabe Dalbec

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Lemmings Demo version of an enchanting new game from Psygnosis. The lemmings are cute little guys you have to guide across the screen from one level to the next, over and under and around various obstacles, by using your mouse and changing each lemming's characteristics to get them to perform various useful tasks such as building bridges or digging through obstacles. Binary only. Author: Dave Jones, Gary Timmons, Scott Johnston, and Brian Johnston

ProjMot A Projectile Motion plotter. Plots the path of a projectile fired with a variable initial velocity and angle. Display can be scaled, and time can be accelerated. The program returns the distance traveled and the time it took. This is version 1.01, includes source. Author: Chris Hopps

Quick A utility program specifically targeted at hard drive users to eliminate the frustration of launching programs on the Amiga. It eliminates the need to open Workbench windows and/or remember and type in long pathnames to executables. Version 1.0, binary only. Author: Greg Gorby

CONTENTS OF DISK 454

Decigel A software fix for programs that use instructions which are priviledged on the 68010/020/030. Update to the version on disk 18. Includes source in assembly. Author: Byrce Nesbitt

Enforcer Enforcer uses the MMU to build a shroud of protection over anything that is not legal memory. Any empty holes in the address space are marked as illegal. Reads of the system ROMs are allowed, but not writes. With the exception of longword reads of location 4, the lowest 1K of memory is completely protected. When an illegal access is detected, the power LED will flash and a detailed message will be sent out the serial port. Binary only. Author: Bryce Nesbitt

Redaktu A PostScript program which runs on PixelScript to edit other PostScript programs. Several examples and a detailed explanation are included. Author: John Starling

StillStore A program designed for freelance, corporate, and broadcast television. It loads and displays IFF images of any resolution interchangeably from a list file or as inputted directly (I.E. random access). The user may easily skip forward or backward one or more pictures in the list. A "generic" display is always just a few seconds away. The program can be used "on air" with no concern that a pull down menu will suddenly appear in the viewable area. It also provides for a precise cue for changing windows or screens. While the main purpose is to load "news windows" of 1/4 screen size, StillStore can also handle full-sized and overscanned images. Also includes slide show modes and a screen positioning feature. Stillstore is written in the Director language from the Right Answers Group. This is version 1.2.1, an update to version 1.2 on disk 317. Binary only, source available from authors. Author: R. J. (Dick) Bourne and Richard Murray

Vortex A universal accented character converter for Amiga, IBM-PC, MacIntosh, and C64 files written in most west european languages (Danish, Finnish, French, German, Italian, Islandic, Norwegian, Spanish, Swedish, and more. Works with either ASCII or Word Perfect files. Version 1.5, includes source. Author: Michel Laliberte

CONTENTS OF DISK 455

AngusCopy A disk copy program with intuition user interface. Version 2.0, shareware, includes source in Modula II. Author: Andreas Gunser

ConvMacF Converts MacIntosh type 1 Adobe fonts to a format usable on the Amiga. Reads a compressed MacIntosh format Adobe font file and unpacks it to an ASCII text file, which permits sending the font to a printer as a PostScript program. Includes source. Author: Unknown, Amiga port by Joe Pearce

MemMon A small memory monitor. Version II, shareware, includes source in Modula II. Author: Andreas Gunser

Vlt VLT is both a VT100 emulator and a Tektronix (4014 plus subset of 4105) emulator, currently in use at SLAC (Stanford Linear Accelerator Center). Although the VT100 part was originally based on Dave Wecker et al.'s VT100, many enhancements were made. Features include use of ARP, an ARexx port, XMODEM 1K/CRC and Kermit protocols, support for additional serial ports, external file transfer protocols (XPR), a "chat" mode, and scrollback/review/history buffer. It comes in two versions, one with Tektronix emulation, and one without. The Tektronix emulation allows saving IFF files, PostScript files, and printing bitmaps to the printer. This is version 5.034, an update to version 4.846 on disk 410. Binary only. Author: Willy Langeveld

CONTENTS OF DISK 456

CheatSheet A compilation of cheats, hints, backdoors, helpful bugs, passwords, codes, solves, and walkthroughs for over 150 Amiga games. February 1st, 1991 edition, an update to January 1st edition on disk 431. Author: Mark Shnayer

CManual Parts 1 and 2 of a complete C manual for the Amiga which describes how to open and work with Screens, Windows, Graphics, Gadgets, Requesters, Alerts, Menus, IDCMP, Sprites, VSprites, AmigaDOS, Low Level Graphics Routines, Hints and Tips, etc. The manual also explains how to use your C Compiler and gives you important information about how the Amiga works and how your programs should be designed. The manual consists of 15 chapters together with more than 100 fully executable examples with source code. When unpacked, the manual and examples nearly fill up four standard Amiga floppies. This is version 2.0, an update to version 1.0 on disk 337. Because of its size, it is distributed on two library disks, parts 1 and 2 on disk 456 and parts 3 and 4 on disk 457. Author: Anders Bjerin

CONTENTS OF DISK 457

CManual Parts 3 and 4 of a complete C manual for the Amiga which describes how to open and work with Screens, Windows, Graphics, Gadgets, Requesters, Alerts, Menus, IDCMP, Sprites, VSprites, AmigaDOS, Low Level Graphics Routines, Hints and Tips, etc. The manual also explains how to use your C Compiler and gives you important information about how the Amiga works and how your programs should be designed. The manual consists of 15 chapters together with more than 100 fully executable examples with source code. When unpacked, the manual and examples nearly fill up four standard Amiga floppies. This is version 2.0, an update to version 1.0 on disk 337. Because of its size, it is distributed on two library disks, parts 1 and 2 on disk 456 and parts 3 and 4 on disk 457. Author: Anders Bjerin

LineA shell written to enhance the bare-bones CLI with features that many people find useful in the UNIX csh, including history, aliases, a directory stack, etc. Version 1.15, includes source. Author: John D. Aycock

QuickReqAn "Ask utility" to replace the "ask" command from AmigaDOS. QuickReq can load arguments from files thus making it possible to handle long questions and texts. Also supports optional line breaks in BodyText, an option to center text to window, DisplayBeep when requester is activated, setting your own FrontPen number, specifying requesters width and height and all kinds of overscan displays. First public release. Version 2.0, includes source. Author: Markus Aalto

CONTENTS OF DISK 458

ATCopy A program to copy files from the Amiga side of a system equipped with a PC/AT bridgeboard, to the PC side, using wildcards. Copies directly through the shared memory. Supports CLI and WorkBench usage. This is version 2.2, an update to version 2.1 on disk 429. New features include much faster copying and selection of all options using WorkBench. Shareware, binary only. Author: Peter Vorwerk

Csh Version 4.02a of a csh like shell derived from Matt Dillon's shell, version 2.07. This is an update to version 4.01a on disk 331. Changes include bug fixes, preservation of file protection bits by cp, some new commands, and reformatted documentation. Includes source. Author: Matt Dillon, Steve Drew, Carlo Borreo, Cesare Dieni

GIFMachine A program that will convert CompuServe GIF image files into IFF SHAM and 24bit ILBMs. It offers a number of extra options like dithering, horizontal and vertical flip, as well as automatic border removal. Requires KickStart version 2.0 or greater to run. This is version 2.116, an update to version 2.104 on disk 405. Includes source. Author: Christopher Wichura

TeXify A package of ARexx scripts, for CygnusEd users, which allows total control of AmigaTex from within CED. This is version 1.10e, binary only. Author: Wolf Faust

CONTENTS OF DISK 459

AmiDock An Amiga version of the NeXT's "dock", but more versatile and not as limited. Provides you with a number of buttons on the WorkBench screen that, when pressed, will launch other programs. These buttons are fully configurable to run any program you want. Version 1.2.4, binary only. Author: Gary Knight

Conquest Lore of Conquest is a war game similar in concept to the board game Risk. You are the lord of an entire world, destined to rule the galaxy. Some worlds are virgin fruits, ready for you to colonize. Some worlds have natives who do not wish to accept your rule, these you must conquer for they will yield more valuable resources. As you claim the galaxy you will find, you are not the only one extending your dominion. This is a two-player game, so be prepared to defend yourself and take what is yours! Version 1.3, an update to version 1.2 on disk 432. Binary only, shareware. Author: Michael Bryant

Rxgen An ARexx library that allows you to call any function of almost any Amiga library from an ARexx program. This is version 1.0, binary only. Author: Francois Rouaix

XprZmodem An Amiga shared library which provides ZModem file transfer capability to any XPR-compatible communications program. This is version 2.10, an update to version 2.0 on disk 261. Includes source. Author: Rick Huebner

ZoomA fast and efficient floppy disk archiving utility based on the data compression / decompression algorithms used by lh.library. Has an Intuition and a Shell interface, fully supports Kickstart 2.0, is able to add texts and notes to archived output files, knows 66 different bootblock viruses, includes a number of compression parameters (such as encryption of the output file) and a lot more. Version 4.1, an update to version 3.10 on disk 436. Binary only. Author: Olaf 'Olsen' Barthel

CONTENTS OF DISK 460

JMenu This program allows an AmigaDOS script to display a menu, wait for the user to make a selection either with the mouse or the keyboard, and return the selection back to the script through an environment variable. It can also immediately execute any valid AmigaDOS command based upon the menu selection. The maximum size of the menu is based on the screen resolution and font size, up to a maximum of 26 selections of a maximum of 80 characters each and an optional title area of up to 4 lines. Version 1.1, binary only. Author: James Collins

NetHack A screen oriented fantasy game where your goal is to grab as much treasure as you can, retrieve the Amulet of Yendor, and escape the Mazes of Menace alive. On the screen is a map of where you have been and what you have seen on the current dungeon level. As you explore more of the level, it appears on the screen in front of you. Nethack generates a new dungeon every time it is played, thus even veteran players will continue to find it entertaining and exciting. This is version 3.0, patch level 10, an update to version 2.3 on disks 189 and 190. Binary only, source available. Author: Various, see documentation.

ShadowMaker Demo version of an Intuition based Font shadow generator. In seconds you can convert your favorite fonts into color fonts with professional video shadows built right in. The only restriction for this demo is that the final font height at SAVE times must be less than 40 pixels in height. Version 1.5, an update to version on disk 428. Binary only. Author: Stephen Lebans

CONTENTS OF DISK 461

DFrags Disk Fragmentation reporting utility. Displays disk fragmentation for both floppy and hard disk devices. Does not attempt to change any data, just gives a report. Version 2.02, shareware, binary only. Author: Custom Services

DiskPrint Prints labels for 3.5" disks, primarily for PD library disks. Label data files can be loaded into memory so labels for most PD disks are available after a few mouse- clicks. Features include three different label sizes, default file, different label library functions, Amiga- LibDisk contents read-in and easy handling. This is version 2.7.2, an update to version 2.3.5b on disk 441. Shareware, binary only. Author: Jan Geissler

Logic A small game that is somewhat reminiscent of "life". Version 2.0, includes source in assembly. Author: Thomas Jansen

MandAnim A Mandelbrot Animation program that allows you to easily generate series of lo-res/16-color pictures. Features full mouse and/or keyboard operation, zooms, auto-save, high (+cheat) speed, iconization, preview, ease, etc. The generated pictures all remember their positions and settings so they can be reloaded. This is version 1.2, an update to version 1.1 on disk 387. Binary only. Author: Ekke Verheul.

NewList A powerful LIST replacement. Supports many features including sorts, character filters, case sensativity, most options offered by LIST, date construction, UNIX wildcards, and much more. Sort routines are VERY fast and memory usage is minimal. Version 4.5, binary only. Author: Phil Dietz

SBall A game using the joystick to control a "bouncing ball". Binary only. Author: Hertzig Wolfgang and Meisner Christian

TDraw An easy to use Window Title Bar Pattern Editor for use with TBar. Load, save, test, and edit patterns. Saves script files that can be executed later to change window patterns at anytime (like on boot-up). Includes TRand, a utility to pick a random TBar file so your WorkBench will look different each time you reboot. Version 1.0, binary only. Author: Phil Dietz

TronAnother game based on the lightcycle race sequence in the science fiction computer film "Tron". This is version 1.0, unrelated to other Tron releases in the library. Includes source in assembly. Author: Thomas Jansen

CONTENTS OF DISK 462

CacheDisk Improves floppy disk throughput by caching entire tracks of data. Buffers disk reads and writes for maximum speed gain and has a user setable number of buffers for each drive. Version 1.0, binary only. Author: Terry Fisher

DisTerm The dissidents telecommunication program. Has built in phone directory requester, autodial, various file transfer protocols, ascii send and capture, full/half duplex, split window, color requester, macro keys, selectable baud, CR/LF expansion, automatically configured per phone entry. Binary only. Author: Jeff Glatt

Humartia An arcade game where each player controls a jet and must destroy the opponents jet, which is accomplished when a jet has been hit 75 by either missiles or air mines. Binary only. Author: Jason Bauer

SeaLance Game based on a Trident submarine simulator. You must use the weapons at your disposal to liberate the earth's cities from

alien occupation. Binary only. Author: Jason Bauer

Up&Down The object of this game is to get four of your chips in a row (across, down, or diagonally) without letting your opponent get his chips in a row first. Binary only. Author: Jason Bauer

CONTENTS OF DISK 463

ExecRexx A program that turns an ARexx script into an executable which can be run from WorkBench or the CLI. Binary only. Author: Jeff Glatt

FileIO A file requester library based upon an example by R.J. Mical. Has numerous features, including uses other than disk I/O. Version 1.C, update to version 1.9 on disk 393. Binary only. Author: Jeff Glatt, Jim Fiore, R.J. Mical

ILBMThe ilbm reader/writer library 0.5 and examples. Also can be used for non-ILBM files. 100% compatible with original Electronic Arts code. Binary only. Author: Jeff Glatt

LibTool A utility that can quickly convert C or assembly code into an Amiga shared library. Also makes all support files including C and assembly include files, bmap files, Manx and Lattice pragmas, C glue stubs. Can also make a device. Binary only. Author: Jeff Glatt

PrintSpool A shared library to easily add text or graphics print spooling to any C or assembly program. Binary only. Author: Jeff Glatt

RexxIntuition An ARexx function library which allows ARexx scripts to open windows/screens, add menus, add proportional, boolean, and string gadgets, use requesters, load/save ILBM pictures, use a color requester, print text in various colors, sizes, and styles, draw colored lines and boxes, print text or graphics, etc. Binary only. Author: Jeff Glatt

RexxLib A shared library that can be used to easily add an ARexx implementation to any program in a memory efficient manner. Binary only. Author: Jeff Glatt

CONTENTS OF DISK 464

Cross A program that creates crossword puzzles. Has a message data file to allow easy translation into almost any human language, with English and German currently supported. This is version 3.3, includes source in M2Amiga Modula-2. Author: Jurgen Weinelt

FileWindow A completely public domain file requester which may be used in any program, even commercial ones. It uses dynamically allocated memory to hold the file names so the only limitation is the amount of memory available. Includes a filter option to limit display of filenames to only ones with a specific extension. Names are automatically sorted while they are being read and displayed. This version has been enhanced by Bernd Schied for more device gadgets, renaming of files and directories, ANSI-C source, and more. Update to version 1.10 on disk 336. Includes source. Author: Anders Bjerin, Bernd Schied

PictureEditor An "object-oriented" paint program that allows you to create, modify, load, and save hierarchical structured picture objects. Version 1.12, shareware, binary only. Author: Hans W. Stremlau

ScanCLI utility to display the individual character contents of any file. Displays the ASCII and Hex values, count and percentage of total along with actual character (if displayable). Listing is displayed on a console window or optionally written to an output file. Possible uses would be to scan files for binary characters, relative character counts, matching numbers of special characters, determining LF/CR configurations, etc. Version 1.0, includes source. Author: Dan Fish, console routine by Jim Cooper

CONTENTS OF DISK 465

FCS Prerelease version of an iterated Fractal Construction Set program, used to generate iterated fractal images such as Sierpinski's triangle, ferns, etc. This is version 0.99, binary only. Author: Garth Thornton

Lz An lharc compatible archiver that is reported to be much faster than other available archivers and produce smaller archives. Version 2.00, binary only. Author: Jonathan Forbes

MRBackUp A hard disk backup utility that does a file by file copy to standard AmigaDOS floppy disks. Includes an intuition interface and file compression. Version 5.02a, an update to version 3.4 on disk 327. Shareware, binary only. Author: Mark Rinfret

TextPlus A word processor for the Amiga, with both German and English versions. TextPlus enables you to write letters, books, programs etc. in a very easy and comfortable way. This is version 2.2E, the same as on disk 375. However, this release includes the source (the description on disk 375 claims the source is included but it was not). Author: Martin Steppler

CONTENTS OF DISK 466

DICEDillon's Integrated C Enviroment. A C frontend, pre- processor, C compiler, assembler, linker, and support libraries. Features include ANSI compatibility, many code optimizations, and autoinit routines (user routines called during startup before main is called). This is version 2.06.15 (2.06B), an update to version 2.06.14 on disk 443. Shareware, binary only. Author: Matthew Dillon

HamLabDemo Demo version of an expandable image format conversion utility. Converts GIF, TIFF, PBMPLUS, Spectrum 512, MTV, QRT, and Sun images into HAM and SHAM. Images can be scaled, dithered, color corrected, and cropped. This demo version is limited to processing images of 512 by 512 pixels or less. Version 1.1, shareware, binary only. Author: J. Edward Hanway

Mosaic Mosaic is a game played with a set of 81 two-by-two tiles on a 24-by-24 playing area. The objective of the game is to place your tiles such that squares of the same pattern are connected as much as possible. Version 1.0, includes source. Author: Kirk Johnson and Loren J. Rittle

StopWatch A stop watch application with the precision of one milli-second (variable), which scans the joystick button. Full multitasking capability and intuition interfacing, ARexx port for parameter and result handling, and supports all non-proportional WorkBench fonts. Written in Modula 2 and assembly language. Version 2.0, binary only. Author: Christian Danner

quality printed output. Workbench printers are supported via transparent use of the PLT: device. This is version XLNd, an update to version XLNc on disk 373. Includes bug fixes, many new features, postscript and HP LaserJet III support, logarithmic axes. Author: Alan Baxter, Tim Mooney, Rich Champeaux, Jim Miller

PowerSnap A utility that allows you to use the mouse to mark characters anywhere on the screen, and then paste them somewhere else, such as in another CLI or in a string gadget. Checks what font is used in the window you snap from and will look for the position of the characters automatically. Recognizes all non proportional fonts of up to 24 pixels wide and of any height. Works with AmigaDOS 2.0 in both shell and WorkBench environments. Version 1.0, binary only. Author: Nico Francois

CONTENTS OF DISK 468

PostAn excellent PostScript interpreter for the Amiga which implements the full Adobe language. Supports type 1 and type 3 fonts, screen output, file output, and printer output. Requires Arp library V39+ and ConMan V1.3+. This is version 1.5, an update to version 1.4 on disk 446. Changes include better type 1 font rendering and some bug fixes. Includes source in C. Author: Adrian Aylward

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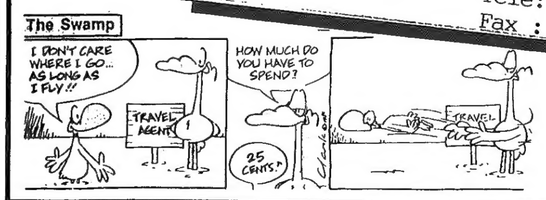


Vlt Vlt version 5.045, a partial update to version 5.034 on disk 455. Includes new executables with and without Tektronix emulation, and a new xprascii library. You still need the files from disk 455 to make a complete distribution. Binary only. Author: Willy Langeveld

CONTENTS OF DISK 469

AirAce A fast paced WWI biplane shoot'em up game built using Accolade's Shoot'Em Up Construction Kit. Binary only. Author: Robert Grace

FastLife A fast life program featuring an intuition interface, four screen sizes, 19 generations/second, and 153 patterns in text file format. Version 1.0, binary only. Author: Ron Charlton

Triangle A game like chinese checkers, consisting of fourteen pegs and one empty hole in a triangular formation. The object of the game is to leave one peg in the original empty hole or have eight pegs on the board and no possible moves. Version 1.1, includes source in BASIC. Author: Russell Mason

WordPuzzle The object of this game is to find a word in a puzzle arrangement. There are three different variations of the game. Version 1.1, includes source in BASIC. Author: Russell Mason

CONTENTS OF DISK 470

BCF FORTRAN-77 compiler, linker, and runtime support library. No Amiga specific hooks, just vanilla FORTRAN. ANSI compatible with extensions. Version 1.3c, binary only. Author: Andre Kostli

KeyMenu An alternative to Intuition's method of menu selection via the keyboard. Uses one key to activate the menu for the currently active window, the cursor keys to move through the menu as you choose, and the return key to select the desired menu item or escape key to abort selection. Works with AmigaDOS 2.0 mouse accelerator and has option to blank Intuition's pointer. Version 1.03, includes assembly source. Author: Ken Lowther

TripleYachtZ An implementation and variation of the game "Yacht". Plays both Single (the standard game) and Triple, which differs from normal Yacht-Z in that all scores in the 3rd column of your scorecard are worth three times as much as the normal value and those in the 2nd are worth double. Version 1.2, binary only, source available from author. Author: Stephan Iannce

Club News

The following is an summary of items discussed at the April AUG committee meeting (held on 23-Apr-91) :

1. Last Sunday's Burwood meeting was considered by all to be a success - well needed after the previous month's result. Congratulations to the working group headed by Russell Porteous and Arnie Robbins who have already begun planning for next months meeting. Thanks also to all who participated in the demonstrations. The video projector and the radio microphone will now be hired each month and Arnie is to confirm the cost he had discussions with Helen Peters + John Cooper from Burwood College admin. prior to the meeting and found them to be most co-operative. He will pass on our thanks for their help when he goes to negotiate for future use of the equipment.
Thanks go to Peter Barton for the stunning *HOT* demo he brought to the meeting, he has offered to bring something each month and to put them on display as soon as the equipment is set up (1:30).

2. The return forms from the people who participated in the member survey (85) were collected by Mark Barnes and he has already done some analysis of them with a summary posted on the BBS to various people. He is to be invited to the next committee meeting to discuss the results and a number of other ideas he has - he is keen to help and looks like a candidate for the next committee, something we need to start considering about now.

3. Door Prizes (raffle/coffee) are to operate each month at the Burwood meeting. Prizes will be donations or with newsletter advertising to the value of goods OR purchased at "cost price" with the supplier acknowledged at the meeting. A $40 limit is to be set - the typical receipt has been $75 to $80 and cost of coffee etc. has to be covered.

4. BBS - Amiga Central needs more hard disk space. An additional drive is to be purchased ASAP and is to be at least 100 MByte (SCSI). Quotes for a Quantum (2 year warranty) or similar drive will be sought and the BBS can be used to discuss any other options and make a decision on what to purchase.

5. PC91 - AUG (that's us) are to have a stand at PC91 - this has been confirmed and this achievemnet is the result of efforts by Eric Salter. He was congratulated for gaining a user group stand at PC91 and is to establish a working group and report back to the next committee meeting. He will be on leave and available to man the stand at the show (11-14th August) and already has several offers of assistance. This will be an excellent oportunity to promote the Amiga and AUG.

6. Membership Database - The long overdue conversion of the AUG membership database to run on an Amiga is nearing completion. Chris Tremelling has the membership database running under SuperBase Professional and demonstrated it in operation on Eric's Amiga. He has programmed up the NEW MEMBER, RENEWAL, and EXPIRY functions and because there is more control over the way membership numbers are allocated many existing difficulties with DBASE have been overcome. Please keep this change in mind and report any discrepancies you may notice as this system is phased in over the next 2 months.

7. Auction - The July auction needs as much help and promotion as possible to make it a success. Mark Barnes has offered to help collect/store articles and Lester (no one else wants to do it!) is co-ordinating overall activity with help from anyone most welcome. Russell is to ensure that an appropriate notice/bulletin is placed on the BBS and an eyecatching notice *****MUST***** go in the May newsletter..

8. Newsletter - The Workbench newsletter has been identified as the next item for the committee to investigate. The format and cost of the newsletter have to be considered and a number of committee members have approached different clubs to get details on how they produce their newsletters. This information is to be collected and considered by a working group (yet to be established) in conjunction with the Workbench editor.

Lester McClure - Assistant Co-ordinator

Meeting News

The April Burwood meeting of the AUG was as comprehensive and full as anyone could wish. The meeting consisted of the usual meeting chatter, demo's and SIG's but this meeting had something different. This meeting was pre-planned and structured to avoid any problems.

The meeting began with a simple demo of a "MenuMaster" by John Knight and followed with a chat by Arnie Robbins about the general news around the Amiga.

After a much needed tea/coffee break the meeting raffle was drawn. It was at this point, an unexpected demo was loaded into the meeting Amiga.... which prooved to be quite popular. as the lights in the main leacture theatre were again turned on, another demo began...

With the aid of that ever faithful DPaint III, Hugh Leslie presented an AREXX, slide show illustrating the application and possible uses for this Commodore - Amiga Basic Replacement.

With the Main Meeting still in full force and the Public Domain Library a hive of activity, the Beginners Amiga Group was in full flight. With the aid of videos and a simple demonstration Amiga, John XXXXXXX answered questions and guided those present in the right direction.

With the AREXX demo completed, I began my demonstration of PARNET or the parallel networking device, a public domain hardware/software utility found in the fish collection.

In the Foyer of the Burwood leacture theatre, vendors were out in force showing off their hardware and software to the club members at very attractive prices.

With the meeting demonstrations completed, the usual SIGS and chit chat began with coffee and tea in abundance to fire another two hours of happy computer - "Amiga" discussion.

With our April meeting over and in general a great sucess, a call must go out to all of the members to help in establish a source of reliable people who are willing to demonstrate their favorite software or piece of hardware which may be of interest to other club members.

For the next meeting "May the 19th" we have again began to assemble a variety of interesting things for you to see. There will be a formal demo of GENP version 1.5, the genealogy program by Peter Evans. Also discussed will be such things as AMOS, DIR WORK PC '91, Music, Games, Communications - BBS'S, WB 2.0 and more will be available for discussion and demonstration.

Remember please, if you can help in any way, call any member on the AUG committee and let them know what you can offer.

Till the next meeting - May 19 - Happy Computing :-)

Russell Porteous

NWAUG NEWS

Well the meetings at North West are proving popular. Although the membership figure reached 70 members at the last meeting, there must have been 90 or more present!

BEGINNER'S SEGMENT:

The short beginners segments at meetings (tall beginner's included) are proving popular. At the 27th March meeting we looked at the startup-sequence and last meeting (10th April) we looked at "assign" command which assigns a "logical device name" to a corresponding directory.

Note: Peter Thompson will get Beginner's Nights up and running if there's sufficient interest. An *"Expression of Interest"* sheet was circulated, so if you weren't at the meeting and you can feel excitment welling up inside you at the very prospect, get in touch with Peter. It's proposed that they'll be run on the intermediate Wednesday evenings and a small charge of $5/night was suggested. Well worth it!

BBS BITS:

The BBS Hard Disks are presently chokkas. So, taking the lead from the State Government in that Art & Culture are the first things to get the chop when the going gets tough, out goes the digitised music and

sounds to make room.

For those few people now hoping for divine intervention to finally get their status updated on the BBS, salvation is at hand. Chris Haymes is currently crafting a program that will automatically check your name against the AUG list and automatically bless you with the access and facilities the paid up member enjoys.

Michael Chamberlain has kindly volunteered to assist the slaves on the BBS.

PUBLIC DOMAIN LIBRARY:

We now have Fish Disks up to 460 and TBag to 51. The *AmigaVision Manual* will be the latest addition to the range of books.

RECYCLING:

A show of hands indicated that not enough people had enough stuff for us to get an auction night organised. However, if you've got any computer related stuff you want to sell, give George Sajavic 350-6270 or Wayne FitzSimons 379-2074 a ring and we'll find room on these pages for some brief adverts.

POWER BOARDS:

Have you protected your computer from power spikes and surges? Well *Kev's Computer Shop* has a six-way power board to do just that. Retails for $50 (less 10% for members).

ADVENTURE GAME PROJECT:

Scott Kernaghan 338-4427 and some crazy friends of his are planning to write *The Mother of All Adventure Games*. Based loosely on the movie "Highlander" set in the 10th Century, this number is going to be huge. I mean we're talking at least two incarnations for you to get through this game. With a huge story line, sampled sounds, great graphics. Any others with a similar bent are invited to assist with ideas etc.

THE "KCS" XT BOARD:

Paul of Kev's Computer Shop demonstrated how easy it is to fit and fire up the new XT board into the A500. Okay it's only an XT you say, but at 9Mhz it aint all bad. Not only that, the little device fits in the A501 slot and apart from cramming the XT gear onto it, you still have your extra half-meg and clock in Amiga mode. It comes with DOS 4.01 and they have one for sale now at a *very* special price if you're quick.

REPORT ON ART SIG.

These monthly SIGs are now well established, the 12th in the series having been held at Norm Christian's home in Keysborough on Tuesday, 23rd April. For those not yet aware, the SIGs are always held at 7.30 pm on the Tuesday following the main AUG meeting.

Several art and animation programs were demonstrated and discussed and members' works were shown, including a very clever DPaint animation by a new member, Rod Clifton. Thanks are due to Geoff Wood who, as usual, supplied the second computer.

Geoff will be the host for the next SIG, on Tuesday, 21st May, at Aspendale. Please phone him on 580-7463 if you intend to be present. New members or even casual visitors are welcome, so if you are a user of art programs or wish to learn about them, or display your work, we would like to hear from you - also if you have anything which you would like to submit for inclusion in the next AUGDisk.

REPORT ON MUSIC SIG.

The new music SIG has finally taken off, with 9 members gathering at Norm Christian's home on Monday evening, 22nd April. This was a busy time, with demonstrations and discussion re DMCS, Music Studio, Bars and Pipes, Algorythms, M, Music X, Oktalyser and a program for sysex dumps.

However, the highlight of the evening was the attendance of Peter Lawrence, who demonstrated his program "MIDI 4-track recorder".
Norm had been using this program for a while and had suggested a few improvements, which Peter kindly implemented, so this was the unveiling of version 1.1. (Elsewhere in Workbench you should find an article on this which is being submitted concurrently.)

Computer used was a 500 upgraded to 1 meg. Instruments available were a Technics EX60 organ, Yamaha PSR4500 keyboard, Yamaha EMQ1 Disk Recorder and Yamaha EMT1 Sound Expander. Members are welcome to bring their own hardware/software, programs, music files etc. Don't worry if you are only a beginner - help is available.

Next SIG will be at 7.30 pm on the evening following the AUG meeting, i.e. Monday, 20th May, at Keysborough. Please phone Norm on 798-6552 if wishing to attend. This is important, as he has limited accommodation (also not many chairs, so it might be a good idea to put a folding seat in your car in case of need.)

AUCTION

The Amiga Users Group is holding a **GRAND AUCTION** at the July 1991 Burwood meeting. Mark this event in your diary **NOW** ! A wide range of items will be available for sale including software and accessories supplied by Amiga dealers. Consider it to be an **"End of Financial Year"** clearance. All proceeds are to go to expanding the club's facilities and services offered to members.

To help make this event a success we need donations of anything you may have just cluttering up your shelves and cupboards. Any items **YOU** can spare will help raise club funds and benefit everyone. All donations will be acknowledged and there are basically no limits to what we will endeavor to sell. There will also be the possibility of selling some of your more valuable items with a commission going to the auction proceeds - similar to Trading Post rates.

For the astute buyers this will be an opportunity too good to miss, so start saving your cash now. Check Amiga Central for the latest details or contact : Mark Barnes on 807 7036 or Lester McClure on 803 5664.

AUCTION

NWAUG NWAUG NWAUG NWAUG

North West Amiga Users Group

A Geographical Special Interest Group (SIG) of AUG.

Meetings held every 2nd Wednesday
at 7:30 pm in Rooms 19 & 20,
1st Floor,
Essendon Community Centre
Cnr Mt. Alexander & Pascoe Vale Rds
Moonee Ponds 3039

For upcoming dates call NWAUG committee

All AUG members are NWAUG members
Meeting entrance fee of $1
covers room hire/coffee/biscuits.

NWAUG - A Multitasking SIG of AUG
See YOU at a meeting soon.

NWAUG NWAUG NWAUG NWAUG

PC 91

August 11-14, 1991
Exhibition buildings, Melbourne

Come and visit the Amiga Users Group at Australia's foremost computer exhibition. We will be on stand 584 at the exhibition and we'll need people to help plan our presentation to the computer community of Melbourne.

We all know the Amiga is a great computer and we have three months to plan our stand to make it one of the most colourful, vibrant and informative at the show.

We need all the assistance we can get, so if you'd like to be on the team to plan our stand, ring Eric Salter on 853-8857 as soon as possible so we can get underway.

Why Not Advertise in Workbench?

Astute business people with Amiga-oriented products to sell will know only too well how effective it is to advertise in such an Amiga-specific environment to over 1000 people!

It's cheap too:

1/4 page (8x12cm) : $20.00
1/2 page (8x24cm) : $40.00
1/2 page (17x12cm) : $40.00
1 full page : $70.00
Double Page Spread : $120.00

Deadline for next month's issue is May 31st by Appointment (earlier without appointment).

Amiga Users Group Phone Listings

Amiga Help-Network

The following is a list of AUG members who have volunteered to share their knowledge/experiences with others. If you also want to help and have your name listed here please contact Con Kolivas (484 1339 AH). The names are not listed in any order of priority and the format may change in future listings. Please keep contacts to reasonable hours (6 to 9 pm unless otherwise mentioned) and remember one very important basis of this service - they are volunteers...

Neville Sleep	-	AmigaBasic (beginner level)	- 546 0633
Rudy Kohut	-	AmigaBasic (intermediate) Introduction to the Amiga	- 807 3911
John Elston	-	AmigaBasic (advanced)	- 375 4142
Alan Garner	-	AmigaBasic, A/C Basic	- 879 2683
Mal Woods	-	C(Introductory), Professional Page	- 888 8129
Andrew Gelme	-	C (advanced) - AZTEC	- 645 1744
Eric Salter	-	C (advanced) - LATTICE, TeX	- 853 8857
Norm Christian	-	Amiga Art, Music	- 798 6552
Neil Rutledge	-	Music, Audio Sampling, MIDI	- 597 0928
Russ Lorback	-	Excellence!, Superbase Professional (Beg-Int) After 9:30 pm	- 756 6640
George Wahr	-	Superbase, Bridgeboard	- 376 6180
Bill Jordan	-	Amiga BASIC, A/C + AMOS BASIC	- 417 3521
Lester McClure	-	Lucas/Frances - A1000 32 bit processor system.	- 803 5664
Joe Santamaria	-	Graphic arts - DPaint, Sculpt etc.	- 383 3509

The *Workbench* Editorial Subcommittee

The following is a list of AUG members who have volunteered to help you in the area of article writing for the *Workbench* journal and are topic-specific helpers. You can also help by adding your name to this list.

Nikolai Kingsley	-	CLI & Shell utilities, Programming	- 772 8472
Jim Berry	-	General Interest Articles	-807 7321
Norm Christian	-	Art & Music Articles	-798 6552
Rob Pemberton	-	Beginner-Level Articles	- 571 4579
Ben Barrows	-	Humorous Articles	- 888 8608
Rod Paterson	-	Scientific interest Articles.	- 889 2793
Daryl Hutchins	-	Will Re-Type articles (10am - 3pm)	- 870 6284

The Amiga Users Group Committee

When in real doubt, or you have an enquiry, ask a member of the committee, obviously the most relevant one you can think of. If you want to see your name here, you'll have to be nominated at the Annual General Meeting.

Co-Ordinator	-	Eric Salter	853 8857
Ass. Co-Ord	-	Lester McClure	803 5664
Meeting Chair	-	Arnold Robbins	808 0551
Secretary	-	Alan Garner	879 2683
Treasurer	-	Nevile Sleep	546 0633
Membership	-	Peter Barton	850 9250
Purchasing	-	Russel Porteous	585 0202
Book Library	-	Ross Johnson	824 7026
Disk Library	-	David Marks	N/A
Editor	-	Con Kolivas	484 1339
Committee	-	Bob Laidlaw	359 3930
	-	Hugh Leslie	489 1584
(Public Officer)	-	Chris Tremelling	527 2594
	-	George Wahr	376 6180

NWAUG Committee (PO Box 25, Coburg 3058)

Co-ordinator	-	Kerrie Millar	484 5934
Ass. Co-ordinator	-	Tony Prowse	379 7960
Meeting Chair	-	George Wahr	376 6180
Treasurer/Memb.	-	Paul Pritsis	350 3601
General	-	Hugh Leslie	489 1584
	-	Greg Rowburg	484 3909
	-	Simon Shead	383 4905
(BBS SysOp)	-	Gary Gajic	376 4378
PD Library	-	Alan Cheng	380 5588
Book Library	-	Darrel Butcher	439 6283

Public Domain Software Order Form

Mail to: Amiga Users Group, PO Box 684E, Melbourne 3001, Victoria

Disk Numbers:										

Don't forget to specify collection name i.e., Fish, Amigan, Amicus etc.

Disks supplied by Amiga Users Group @ $6 each	$
Disks supplied by member @ $2 each	$
Club Use Only:	Total: $
Member's Name:	Membership #:
Address:	
	Postcode:

Newsletter Back Issue Order Form

Mail to: Amiga Users Group, PO Box 684E, Melbourne 3001, Victoria

Issue Numbers:										

Be patient, we may have to reprint some issues to fill your request

Number of issues ordered @ $2 each	$
Club Use Only:	Total: $
Member's Name:	Membership #:
Address:	
	Postcode:

Application for Membership of The Amiga Users Group Inc.

Membership is $25 per year. Send your cheque to: Amiga Users Group Inc., PO Box 684E, Melbourne 3001

Surname: _____

First Name: _____

Address: _____

_____ Postcode: _____

Phone Number: _____ STD Code: _____

Where did you hear about AUG: _____

_____

_____

Signed: _____ Date: _____

Details on this side are optional

Year of birth: _____ Which Model Amiga _____

Occupation: _____

Interests: _____

_____

_____

Which group do you attend mostly: _____

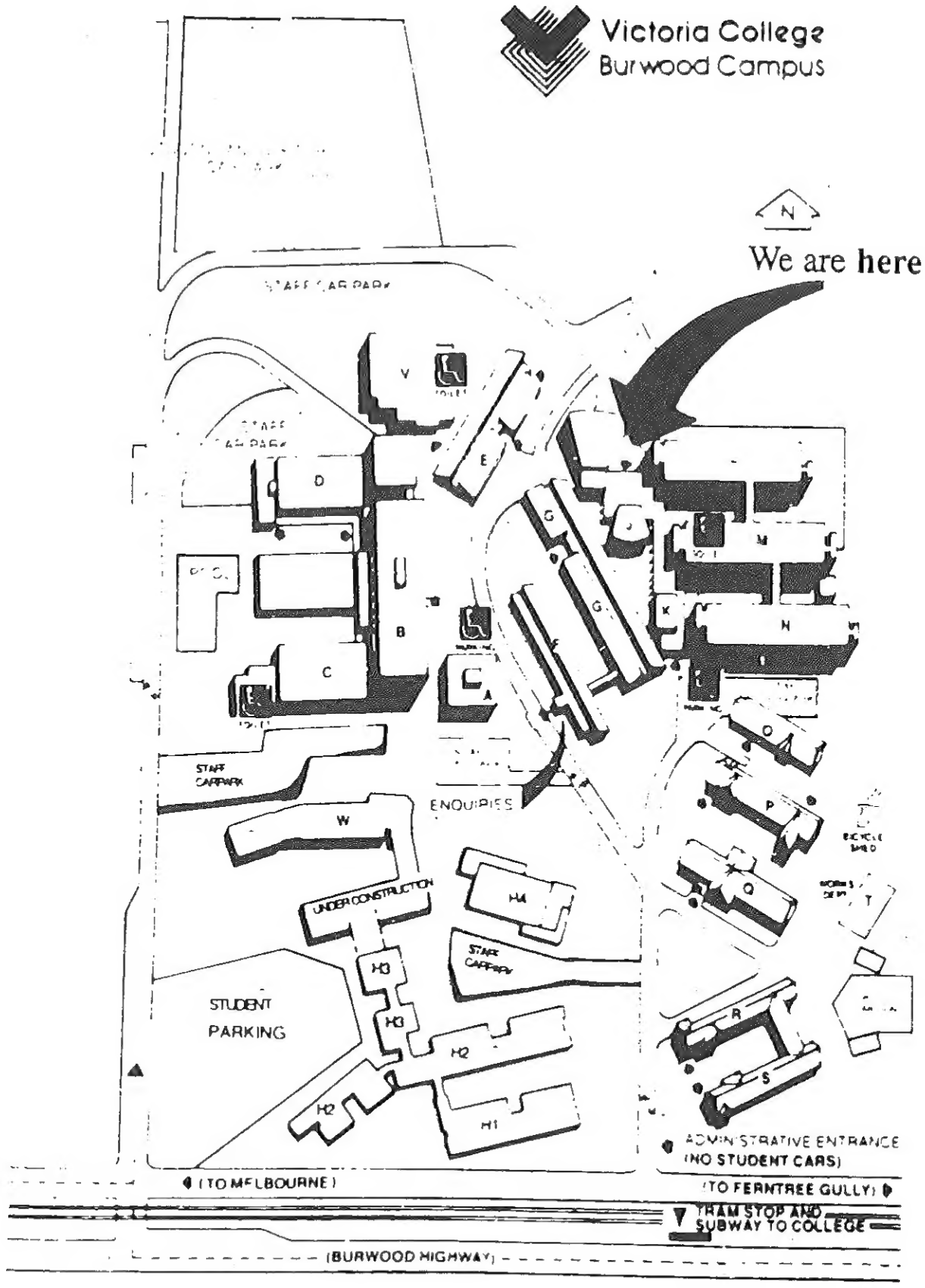
i.e., Burwood, NWAUG etc., _____

_____

If admitted as a member, I agree to abide by the rules of the Association for the time being in force

Club Use Only	Date	Paid	Rcpt #	Memb #	Card Sent

AUG meets on the third Sunday of each month



Where is Victoria College, Burwood Campus?

Melways Map 61 reference B5.

People often have difficulty locating our meeting place the first few times. Victoria College is on the North side of Burwood Highway, Burwood, just East of Elgar road. Coming from the City along Burwood Highway, turn left at the first set of traffic lights after Elgar road. Follow the road around past the football oval, over five traffic bumps to the car parking area near the netball courts. Further up the road, to the right, you'll find Lecture Theatre 2.